



SOLDIER OF LIGHT

LOADING

ST/AMIGA: Place disc in the drive when computer is switched off, and then switch it on. The game will automatically load and run.

C64/128: Load by entering LOAD "",8,1 and game will automatically load and run.

CONTROLS

This game plays with joystick only.

C64/128: Use joystick in Port 2.

AMIGA/ST: Use joystick in the joystick port.

ESC-RESTART GAME.

XAIN: YOUR MISSION

Galactic High Command have issued a directive: Xain, your mission is to rid the galaxy of all of the Federation's infiltrators. Three planets in the sector have been invaded, and the space between them is infested with Federation attack craft!

Equipped with your ex-skeleton armour and jet boots, your task, Xain, will be made only slightly easier by the presence on the planets of armament pods. You have your standard equipment single skim laser, of course, but the armour piercing lance, double shot fire balls and triple blasters are scattered over all creation, due to computer malfunction at Central Control. And it isn't as if the pods will be very revealing themselves—Central missed off the identifiers too! GHC recommend a tactic of blasting through, stopping for nothing and no one . . . save to grab a new weapon from a pod in the hope that it's more effective than the one you're carrying at the time.

But be warned . . . there's a strict time limit on your ex-suit's reserve supplies. So get in and out as fast as you can on each planet! And be warned too, that in the time it takes you to rid all three planets of the Federation's forces, they will probably have had time to invade at least one of the planets again!

GOOD LUCK, XAIN, YOU'LL NEED IT!

SOLDIER OF LIGHT—THE COIN-OP HIT FROM 'TAITO' IN YOUR OWN HOME!

Look out for **ALIEN SYNDROME** from **SEGA**, also on the **ACE** label, and other state-of-the-art conversions from **ACE**—the new name for excellence in computer games!

CREDITS: Coding—Glyn Kendall
Graphics—Tahir Rashid ST/AMIGA
Michael & Ian Jones C64/128